

Conversation with [chezhead](#) over Reddit

Nostalgic:

I am unsure of how to preface this, so I'll go straight to the questions lol

How many specific battles do you remember from the conflict?

What was the nature of the conflict? Did it feature any large battles, or was it limited to skirmishes?

What kind of internal conflict occurred between Facepunchers?

Where did you get the idea for the structure of the Republic, and how would you describe its government?

I'm interested in this one because I noticed some similarities between the FPR and real-world states.

chez:

How many specific battles do you remember from the conflict?

I don't remember. Many also happened when I was offline. Maybe someone named "Meowerz" or something leaking our coords?

What was the nature of the conflict? Did it feature any large battles, or was it limited to skirmishes?

The best analogy I have is from Cixin Liu's Dark Forest. In the story, Earth as an advanced civilization finds out that there is life on lots of other planets, but if a civilization is too noisy or allows other civilizations to know they exist they are invaded. So is the same in 2b2t -- If the public finds out your coordinates, you will never be safe again. It doesn't matter if you win a battle or a war, because those coords will be recorded somewhere and you'll never be able to safely live there again.

So conflicts were typically caused by public knowledge of coords. This led to anyone invading. Then you can ask "what led to public knowledge of coords" which I would classify into three kinds of motivations: People that stumbled across us and then gave the coords out, advanced persistent threats that found the coords by infiltrating our communication channels, or members of a base who did it "for the lulz" or because of internal conflict.

Typically what would happen is a friend of a friend of a facepuncher would get the coords and be a few too many degrees away from having a reputation on the Facepunch Forums, then leak the coords. Then some strangers would trickle in and raid us, and as raiders lost against mighty FPer they would only post the coords more and get more raiders coming in. At this point base members would find their most trustworthy people and create another base, leaving out people that were considered untrustworthy.

What kind of internal conflict occurred between Facepunchers?

Most of us were kids at the time (I was in grade school or early high school) so some petty stuff led to conflicts. Things like "someone gave out the coords of this place" or "why did you break my farm" or "but I thought I would be vice assistant to the deputy" etc. But everyone had the nuclear option of sharing coords, so smart people were careful to not be in a situation where that happened.

Where did you get the idea for the structure of the Republic, and how would you describe its government? I'm interested in this one because I noticed some similarities between the FPR and real-world states.

Structure -- It was entirely trust-based and evolved organically, so there was no idea for a structure. The basis of power was knowledge of coordinates. Everyone in a given base would naturally know their coordinates, so groups naturally formed out of the original bases which had exclusive communication channels and groups of trust. Most people in the Republic only knew a handful of bases. The more trustworthy you were, the more you were clued into these other base's locations. People did the jobs they wanted to.

So the base creation process was fluid: Groups of trusted people would go off and create bases. Sometimes they'd be splitting off of an existing base because of conflicts, sometimes they'd be fleeing an invasion, or they would have a group before joining 2b2t and just create some base with friends under the "Facepunch Republic" banner.

Personally as a "leader" -- I wasn't reading political philosophy or sociology at the time, and even now have trouble applying a label to what it was. I can say it was very primitive. Basically as the leader what I said went, but I didn't micromanage. And I didn't really have power over any of the colonies. It was more about conflict resolution and a moral compass. If you look at it from a Legalist perspective where as a leader I would need the ability to both reward and punish, I couldn't do any punishing since the only thing I could do was disclose coords which would erode trust in me. So really the only reason I was a legitimate leader was because I was respected, took the initiative to solve problems, and never leaked coords.

Let me know if you have any other questions, and I'll answer them as memory serves. That was the most fun I had playing video games in my life and I'd like to share that joy.

Nostalgic:

From what I've read, the war seemed to be a series of conflicts involving the Facepunch Republic, and some kind of enemy, whether it be another Facepuncher, or a server "native." This seems to contradict the idea of it being an all out two-sided conflict between Facepunchers and 4channers that usually seems to be agreed on.

For comparisons between the war and real-world conflicts, I'd say maybe the Reconquista is a good one. They both involved two "factions" fighting each other and amongst each other, and had a large degree of fragmentation.

I'd sat that the Republic was comparable to real-world states such as the Holy Roman Empire, or the Lombard Kingdom.

chez:

What led you to PMing me about 2b2t?

Nostalgic:

I'm working on a video about the early days of 2b2t, mostly focussing on the Facepunch War, and I needed to contact someone to fill in gaps in available information as 4chan archivers weren't much of a help.

Is there anyone else I could contact regarding events in the history of the FPR?

chez:

If you're making a video I can do a voice interview or something. As for other people, check out the original thread and track down some users, especially bolded people in the "Current Members of the Republic of Facepunch" section of the OP.

Nostalgic:

How should I put this convo in the sources? I was thinking about putting it on Internet Archive in plaintext format and linking it.

chez:

Yeah you can do whatever you want with this convo and attribute it to me.